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|  | Eric | Gavin | Felix | Zhaoning Meng | Yuxiao |
| Demo1 | Created inventory.java  (scrapped).  ~2 hours july 21.  Did the inventory methods for player.java, created the setGameLoop method ~1 hour July 21  UML diagram  ~ 1 hour, July 22 | Created world.java  The class implements a 2d array and methods to modify it  ~3 hour  July 19  Created class Movers.java  Implements the methods required for character movement  ~3hr July 21  Bug fixes and formatting ~2hr  July 22/23 |  | Player.java  4 hours  July 21  FIX Bug  1 hours  July 22 | Contribution of Mover.java and create the Enemy.java  6 hours work  July 21  Fix the bug of Enemy can eat $ and ! in July 21 1 hour work |
| Demo2 |  |  |  |  |  |
| Demo3 |  |  |  |  |  |
| Demo4 |  |  |  |  |  |
| Demo5 |  |  |  |  |  |